

EUROPEAN PATENT OFFICE
U.S. PATENT AND TRADEMARK OFFICE

CPC NOTICE OF CHANGES 311

DATE: NOVEMBER 1, 2016

PROJECT DP0106

The following classification changes will be effected by this Notice of Changes:

<u>Action</u>	<u>Subclass</u>	<u>Group(s)</u>
Modified definition:	G06T	13/00

No other subclasses/groups are impacted by this Notice of Changes.

This Notice of Changes includes the following *[Check the ones included]:*

1. CLASSIFICATION SCHEME CHANGES
 - A. New, Modified or Deleted Group(s)
 - B. New, Modified or Deleted Warning Notice(s)
 - C. New, Modified or Deleted Note(s)
 - D. New, Modified or Deleted Guidance Heading(s)
2. DEFINITIONS (New or Modified)
 - A. DEFINITIONS (Full definition template)
 - B. DEFINITIONS (Definitions Quick Fix)
3. REVISION CONCORDANCE LIST (RCL)
4. CHANGES TO THE CPC-TO-IPC CONCORDANCE LIST (CICL)
5. CROSS-REFERENCE LIST (CRL)

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2. B. DEFINITIONS QUICK FIX

<u>Symbol</u>	<u>Location of change</u> (e.g., section title)	<u>Existing reference symbol or text</u>	<u>Action; New symbol; New text</u>
G06T13/00	Definition statement	<u>Delete last paragraph:</u> Documents... here.	<u>Replace with:</u> Documents only dealing with related subject-matter like for example motion capture for animation or navigation in virtual worlds and merely mentioning animation in passing are not classified in G06T13/00 i.e., the generation of an animation has to be a substantive part of the document to be classified here.
G06T13/00	References <i>Limiting references</i>	<u>Delete:</u> Entire section	
G06T13/00	References <i>Informative references</i>		<u>Insert in new row after “Computer...simulation”</u> Motion capture (for animation) G06T7/20 <u>Insert in new row after “Manipulation...graphics”</u> Navigation in virtual worlds G06T19/003 <u>Insert as new row after “Model...objects”</u> Stereoscopic image processing H04N13/0003
G06T13/00	Special rules of classification (after 2 nd full paragraph)	<u>Delete all text following symbols in 1st column of table:</u> G06T2213/00 G06T2213/04 G06T2213/08 G06T2213/12	<u>Replace with new text in 2nd column:</u> Head group of indexing scheme for animation. This symbol should not be allocated to any documents because the group only serves as an internal node in the group hierarchy. Animation description languages: computer languages for the description of an animation. Animation software package: also includes hardware packages for animation. Rule-based animation: e.g. rules for behaviour, script, personality.

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NOTES:

- The table above is used for corrections or modifications to existing definitions, e.g. delete an entire definition or part thereof; propose new wording or modify wording of a section, change the symbol the definition is associated with, change or delete a reference symbol, etc.
- Do not delete (F) symbol definitions.